ABSTRAK

Pada Tugas Akhir ini telah dilakukan eksplorasi *gameplay* dan menyusun anatomi *game* Airport City. Eksplorasi terhadap *game* Airport City dilakukan untuk dapat mngetahui dan memahami seluk-beluk *game* tersebut, serta mengnalisis penyusunan anatomi *game* Airport City serta kita dapat menjelaskan serta menggambarkan anatomi dari Game Airport City.

Pada *game* Airport City dianalisis juga penerapan *teaching the player, teaching the player* pada game Airport City dilakukan dengan cara *onboarding*, cara ini dapat memudahkan *player* dalam memahami maksud dari permainan ini. Bahkan kita akan mengetahui *progress* misi kita dengan melihat *onboarding* ini, pada setiap level *player* diberikan kebebasan mengeksekusikan apapun diluar misi yang di tentukan. Dengan kata lain penerapan Teaching The Player pada game airport city mengacu pada *learning by doing*, dimana kita belajar mengerti melalui tugas – tugas yang diberikan, memahami apa saja yang dibutuhkan sebuah kota, dan bagaimana cara mendapatkan uang.

Hasil dari uji coba untuk peningkatan *level* dilakukan secara berbeda tiap levelnya, dan terbukti adanya perbedaan dari jumlah koin, bahan bakar serta perolehan xp point. Namun disini juga terbukti walaupun penerapan pada setiap level berbeda, *player* akan tetap mendapat misi – misi berikutnya yang bersifat *Endless Game*.

Kata kunci: *Game, Gameplay, Game Mechanic, Endless Game, Game Balance, Taeching The Player, Airport City.*

ABSTRACT

In this final project has been carried out to discover the gameplay and make up anatomy games Airport City. Exploration of the game Airport City is made to be mngetahui and understand the intricacies of the game, as well as the preparation mengnalisis anatomy games Airport City and we can explain and describe the anatomy of Game Airport City.

In the game Airport City is analyzed also the implementation of teaching the player, teaching the player to the game Airport City is done by onboarding, this can facilitate the player to understand the intention of this game. In fact we will know the progress of our mission to see this onboarding, at each level the player is given the freedom to execute any mission beyond the specified. In other words, the application of Teaching The Player on the game airport city refers to learning by doing, where we learn to understand through the task - the task given, understand what is required of a city, and how to make money.

The results of the test for elevated levels do differently each level, and proved the difference of the amount of coins, fuel and acquisition xp point. But here also evident although different application on each level, the player will still get the mission - upcoming missions are endless game.

Keywords : Game, Gameplay, Game Mechanic, Endless Game, Game Balance, Taeching The Player, Airport City.